

MUTANTS

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide. Mutants runs on the Commodore 64/128 micro computers.

The game is set in a distant future, when man has colonised the remote star systems and matter can be manipulated with ease. Unfortunately man's political and moral development has remained stagnant since the second millenium and Inter-stellar War has raged for the last 600 years.

You are a member of a thinly spread group of dissenters who are opposed to the weapons research carried out by the Survivor Zero Corporation; have discovered that the weapons used by all sides in the war are supplied by the Corporation, and that they are currently experimenting with a new generation of weapons called Macro-Genetic Mutoids. MGM's are the first large scale biological weapons capable of mutating into ever more virulent and robust species, hence the name "Mutants" — your task is to eliminate this deadly system . . . it will not be easy.

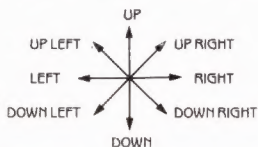
CONTROLS

The game can be controlled by the keyboard or joystick in port 2. No action is required to select which mode to use.

JOYSTICK

Moves the ship (or cursor)

FIRE — Emits the selected weapon from the ship OR selects the icon under the cursor.



KEYBOARD

FIRE — top row keys
UP — second row keys
DOWN — third row keys
PAUSE — SPACE (any other key to restart)
To select an icon move the cursor over the top of it and press FIRE.
To leave a zone place the ship on the pad in the middle and press FIRE.

THE GAME

You control the "Rainbow Warrior", a single man patrol ship. Your task is to enter the 15 deep-space test zones of the Survivor Zero Corporation and find the components of a self destruct mechanism.

All 15 of these components must be collected and assembled in a 16th zone called the control zone to destroy the system, and gain access to level 2 of the game. Each test zone contains a different strain of mutants. You have four lives and no time limits to complete your task. The game begins with your ship coupled to the mothership, waiting to be telebeamed into a zone of your choice.

MOTHERSHIP MENU

The menu on the left of the screen contains six icons. To select an icon move the cursor over the top of it and press FIRE.

The top two icons select music or sound effects.

The top arrow points to which mode is currently selected.

The next three icons are the weapons available.

The bottom white arrow points to the weapon currently selected.

MISSILES

These are high-yield explosive devices that have an effect over a large area, but can only be fired one at a time.

BARRIERS

These are degradable defensive weapons that can be used to erect a temporary shield against the mutants. They have no effect on the ship.

The supply of these devices is limited, so after ejecting the full load the ships weapon system automatically switches to photon torpedos.

PHOTON TORPEDOS

These are rapid fire low yield optical weapons. (The weapon system classifies these as the default selection).

The last icon is a picture of the ship and electing this icon switches to the Zone Map. Holding down fire instead of releasing it will bypass the zone map and switch directly to the zone last visited.

ZONE MAP

The zone map is a 4 by 4 grid representing the 16 zones of the research establishment.

The top left zone is the control zone, the others are the test zones.

Pressing fire with the cursor in one of the zones telebeams the ship into that zone.

TEST ZONES

The ship materialises on a telepad in the centre of the zone.

The zone is bounded by a high energy barrier, collision with the barrier will destroy the ship.

You must battle your way through the mutant colony to collect the self-destruct component.

Any number of components may be carried at once, but will of course be lost at the end of the game.

Landing on the telepad in the centre of the zone and pressing FIRE telebeams the ship back to the mothership.

CONTROL ZONE

The ship materialises on a telepad in a maze of corridors.

The assembly point for the self-destruct mechanism is visible and you must find your way to the assembly point without coming into contact with any of the walls.

Flying over the assembly point will automatically deposit any components you are carrying.

A successful delivery of any number of components will give you BONUS LIVES up to a full complement of 3 lives.

ZONE STATUS DISPLAYS

While in the test or control zones the screen displays the following information:-

Chemical Analysis of mutant components.
Score this game.
Highest score since loading.

Number of lives left.
Direction to centre of mutant colony.
Shield energy level.

Size and energy level of mutant colony.
Status and self destruct components.
Circle — still in test zone
Triangle — being carried
Square — assembled in control zone

NOW ON WITH THE MISSION!

HINTS AND TIPS

* Certain screens can only be completed by using one specific weapon—determine which is the best to use.

* Collect as many tokens as you can until you have only one life—these can then be deposited in the maze and your lives replenished.

CREDITS

Game concept and programming Denton Design.
Produced for Ocean by D.C. Ward.

© 1987 Ocean Software Limited.

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP simultaneously. Follow the screen instructions-PRESS the SHIFT PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. Follow the instructions as they appear on screen.

Ensure that all peripherals are removed.

N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD" *,8,1 (RETURN) the introductory screen will appear and the program will then load automatically. Follow the instructions as they appear on screen.

WIZBALL

For many years, Wiz and his fantastic cat lived happily in brightly coloured Wizworld. All was not well however as a malevolent force had discovered this vista and intended to stamp out brilliance once and for all.

The evil Zark and his horrible sprites have moved in to eliminate the spectrum and render all landscapes drab and grey.

So jump in your transporter and with the help of your faithful servant Catelite restore Wizworld to its former glory.

Collect icons for special effects as you manoeuvre to shake off the alien forces. Stunning graphics create the mood for a thrilling and compulsive game with hordes of hidden features and extra controls.

CONTROLS

Wizball is controlled by joystick with keyboard.

JOYSTICK 1

(Port designated by pressing FIRE on Joystick.)

Controls Wiz and Catelite on one player option and controls Wiz only on two, three and four player options.

JOYSTICK 2

Controls Cat on two, three and four player options.

JOYSTICK

Moving the joystick right puts right hand spin on Wizball.

Moving the joystick left puts left hand spin on Wizball.

Pressing FIRE activates the weapons you are carrying.

Press FIRE and moving the joystick controls Cat on one player option only.

On two, three and four player options Cat is controlled by a separate joystick.

Wiggling the joystick from left to right selects the feature represented on the glowing Icon at the top of the screen.

KEYBOARD

RUN STOP — PAUSE

↑ — Increase Firing Volume

↓ — Decrease Firing Volume

Pressing Q while paused will quit the game.

TITLE SCREEN OPTIONS

ONE PLAYER — One Player controlling both Wizball and Catelite

TWO PLAYER — One Player V another player, alternate lives.

TWO PLAYER TEAM — Wiz and Cat with separate controls playing together.

THREE PLAYER — One team V on player alternate lives.

FOUR PLAYER — One team V another team alternate lives.

GAME PLAY

The landscapes in Wizworld are comprised of three colours each. Your objective is to restore these original colours by shooting the RED, GREEN and BLUE colour bubbles and then

use Cat to collect the droplets of chemicals as they fall to the ground. Droplets collected will be stored in the cauldrons displayed at the bottom of the screen, until such time as you have enough of each colour to make the target colour displayed in the cauldron to the far right.

In the three levels which have aliens on; one has red, one has green and one has blue. It is therefore necessary to move between the three levels using the tunnels to collect all three colours.

To complete a level you must colour in all three shades of grey, darkest first. After each type of colour is completed there is a bonus stage.

ICONS

When certain aliens are killed they will deposit a green pearl which will remain stationary on the screen. If Wizball passes over this pearl and picks it up the first Icon on the top of the screen will glow, this indicates Wiz has the option to select a feature represented on the Icon. If you want to select another feature collect more pearls until the Icon you want is glowing.

ICON 1

THRUST — Gives Wiz more control over the Wizball and allows him to move in left or right.

ANTI GRAV — Gives Wiz total control over the Wizball, stops perpetual bouncing.

ICON 2

BEAM — Gives Wiz supra-beam weapon.

DOUBLE — Gives Wiz and Cat automatic two directional fire power.

ICON 3

CATELITE — Gives Wiz a cat fresh from training college.

ICON 4

BLAZERS — Gives Wiz and Cat super power blazers (use sparingly).

ICON 5

WIZ SPRAY — Gives Wiz mega spray protection.

CAT SPRAY — Does the same for our feline friend (Wiz and Cat cannot have a spray at same time).

ICON 6

SMART BOMB — Kill every sprite in sight.

ICON 7

SHIELDS — Gives Wiz and Cat shields for a limited period only.

WIZ-LAB

After a bonus stage Wiz enters Wiz-Lab and is given Wiz-Perk by his guardian angel. You may select one weapon or control which will be magically endowed up on all subsequent Wizballs from birth or opt for the bonus of 1000 points x Wiz-Level number.

STATUS and SCORING

ALIENS — 10-500 Points

COLLECTING PEARLS — 100 Points

COLLECTING DROPLETS — 150 Points

COMPLETING COLOUR — 2000 Points

COMPLETING LEVEL — 7500 Points

BONUS WAVE — Extra Bonus Wave

ALIENS KILLED — x 40 Points

WIZ POINTS IN HAND — Level No. x 1000 Points

A Wizball is awarded every 100,000 points. Extra lives can also

OCEAN'S ALL STAR HITS

ATTENTION COMMODORE CASSETTE USERS

NOTE: TAPE 1, SIDE 2

To load Parallax rewind tape to beginning of Side 2 and ensure that the tape counter is set to zero. Fast forward cassette to approximately 98 on the counter, then follow normal loading procedure.

ACHTUNG — COMMODORE CASSETTENBENUTZER

ANMERKUNG: BAN 1, SEITE 2

Zum Laden von Parallax Band bis zum Anfang von Seite 2 zurückspulen und sicherstellen, daß der Zähler auf Null steht. Cassette schnell bis auf ca. 98 vorspulen und danach den normalen Ladeablauf einhalten.

COMMODORE

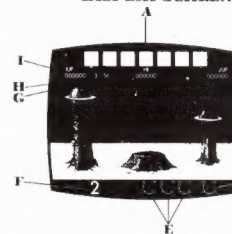


ENGLISH



be gained on the bonus wave by shooting Wiz's lookalike (if the image makes a noise and extra life is awarded).

DISPLAY SCREEN



KEY

A — Icons
B — Player two's score
C — High score
D — Cauldron showing target colour
E — Cauldrons in which to collect colour
F — Level
G — Number of aliens remaining
H — Number of Wizies remaining
I — Player one's score

HINTS and TIPS

* Level 4 cannot be entered until Level 1 is completed, likewise Level 5 cannot be entered until Level 2 is completed etc.

* There can never be more than 3 landscapes occupied by aliens and when you complete a landscape all aliens disappear, that is except on Level 8.

* Near to all the tubes there are arrows which indicate whether the tube will take you to a level below or a level above.

CREDITS

© 1987 Ocean Software Limited.

Produced by D.C. Ward.

Design by Sensible Software.

Coding by Chris Yates.

Graphics by John Hare.

HEAD OVER HEELS

It's programme code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide. Head over Heels runs on the Commodore 64/128 micro computers.

CONTROLS

THE MENU SYSTEM

Use CURSOR UP/DOWN KEY to move the cursor. Use COMMODORE KEY to select the entry indicated by the cursor. On the key menu, return to main menu by pressing LEFT SHIFT.

MAIN MENU

(a) **PLAY THE GAME.** This will either start a new game or if an old game is in progress, will offer the chance to resume it.

(b) **SELECT THE KEYS.** This allows your personal joystick/keyboard selection to be defined.

Please note some keys are not definable if a joystick is in use.

(c) **ADJUST THE SOUND.** Choice of 3 sound levels.

(d) **CONTROL SENSITIVITY.** Allows a selection of Joystick (port 1)/keyboard response.

KEY MENU

It is important to utilise this function properly — Please read the screen prompt

Step (a) Move cursor to highlight the required control on which the keys are to be changed.

Step (b) Press COMMODORE KEY (clears all current keys).

Step (c) Press all keys required for control (they will be printed on the current line as they are pressed). If you want to use the COMMODORE KEY then press it first. N.B. If you accidentally press the wrong key at this point go on to Step (d) and then back to (b). (This involves pressing COMMODORE KEY twice)

Step (d) When all keys are selected press COMMODORE KEY.

Step (e) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (f) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (g) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (h) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (i) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (j) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (k) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (l) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (m) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (n) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (o) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (p) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (q) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (r) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (s) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (t) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (u) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (v) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (w) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (x) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (y) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (z) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (aa) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (ab) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (ac) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (ad) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (ae) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (af) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (ag) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (ah) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

Step (ai) If you want to change more controls then start again at Step (a), otherwise press LEFT SHIFT and return to Main Menu.

one—Head saddled on Heels, and indeed these ARE their names and both are highly trained spies.

THE GAME

Head and Heels have been captured, separated and imprisoned in the castle headquarters of Blacktooth. Their cells contain 'keep fit' equipment, including a wall ladder that Head really must learn to climb. Your job is to get them both out of the castle and into the market place so they can join up again. From there, the journey leads to Moonbase Headquarters, where you will have to decide

either to try to escape back to Freedom or to be a true hero and teleport to one of the slave planets to search for its lost crown!

To overthrow the dictatorship on any of the slave planets would be a major blow to Blacktooth and you could return to Freedom in glory.

Of course Blacktooth would probably enslave them again eventually but it would slow down any expansion plans for now.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate accolade, and unfortunately, almost certain suicide.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising. This of course would be the ultimate

PARALLAX

It's program code, graphic representation, and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. Parallax runs on the Commodore 64/128 computers.

The deadly game of rescue and escape the zones of an alien world — a Deathstar, intent upon destruction of Earth and controlled by an all-powerful Computer Intelligence.

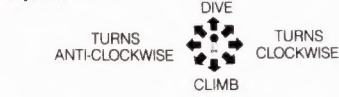
THE GAME

A space probe has landed you, and four of the world's most experienced astronauts on an artificial world divided into five broad horizontal zones, Alpha, Beta, Gamma, Delta and Epsilon. The inhabitants seem hospitable and friendly until you stumble across vital information being switched across the zones by a controlling computer intelligence; information revealing an imminent attack upon Earth!

Contact your four allies in the other zones in an attempt to break free and destroy the computer, in your spacecraft IBIS. You begin in Alpha zone and must proceed through each area locating your colleagues and finally reaching the Intergalactic Teleport at the exit in Epsilon zone. The way is fraught with many hazards — Good Luck!

CONTROLS

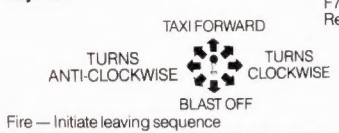
In Flight Joystick



Keyboard

Space — Landing Gear Up/Down
F7 — Shields on/off
Return — Display datacards and passwords.
Fire — Shoot Lasers

On Ground Joystick



Keyboard

Space — Landing Gear Up/Down
F7 — Shields on/off
Return — Display datacards and passwords

TAI-PAN

It's programme code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide. Tai-Pan runs on the Commodore 64/128 micro computer.

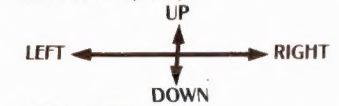
TAI-PAN

The year is 1841 . . . The traders of Britain, Europe and America are sailing the waters of the east in search of their fortunes. Twenty years earlier the Emperor of China had decreed that the purchase of China's goods could only be paid with silver bullion. The demand for Tea, Silk and Jade was causing a massive balance of trade deficit almost bankrupting the Trading Nations. Then a lone ship "The Vagrant Star" under the instructions of The East India Company sailed to Canton with a cargo of illicit contraband. The Chinese traders bought the cargo and paid for it in silver bullion. A way had been found to reduce the deficit. Over the next twenty years the trade in contraband grew so much that the revenue from its sale outstripped the need for silver bullion to buy legitimate goods. Trade was once more balanced. The independent traders began to amass great fortunes and fleets of ships and the leaders formed their own trading companies and began to monopolise the trade. The chinese named these men Tai-Pan (Supreme Leaders) and the greatest of these was THE TAI-PAN. The waters of the China seas were hostile, with both weather and pirates taking their toll of the traders ships and profits. As a consequence the ships were all armed but this was not always a deterrent. The weather held its own dangers; at certain times of the year TAI-FUNG (Supreme Winds), known to the traders as Typhoons became terror incarnate. There was little or no escape from the raging winds, the driving rain and waves in excess of one hundred feet. Ships were thrown off course, battered to pieces on the merciless, hazardous coastline or just swept under, never to be seen again.

As trade between the many ports in the China seas was increasing all the time, the merchants used the natives and their towns as safe havens from the terrible storms and secondary trading posts between Europe and the Far East . . . Now the stage is set for you to make your fortune and become the Merchant Prince . . . THE TAI-PAN.

CONTROLS

JOYSTICK (Port 2)



KEYBOARD

Q — UP
Z — DOWN
I — LEFT
P — RIGHT
N — FIRE
SPACE BAR — TOGGLE ICONS

THE GAME

You enter the game penniless, no money, no ships, no assets. Your ambition is to become THE TAI-PAN. You begin in the town of Canton and must try to find someone to lend you enough money to buy and equip a ship and still leave you enough to get a crew and buy goods to trade. The money lent to you must be repaid within six months or your benefactor will lose face and you will lose your head! Your assets and status are displayed in the message window beneath the icons. This area is also reserved for displaying the current item in your possession (see page 31).

SHIP

You have one follower, your son, he will fetch and carry things for you but you must do everything else. You must wander the town to try to find a friendly benefactor, having raised a loan of \$300,000 you must go to the bank and buy a ship. You will be given a choice of three;
LORCHA — \$150,000 — a smugglers ship, (fast), cargo space = 10 units, 2 cannons, 6 crew
CLIPPER — \$250,000 — Standard traders ship, (moderate), cargo space = 30 units, 4 cannons, 12 crew

FRIGGATE — \$400,000 - Gunship, used by the Navy and the Pirates, (slow), cargo space = 30 units, 8 cannons, 24 crewmembers
The way you wish to fulfil your ambition should determine your choice of ship. If you wish to smuggle contraband, then you should choose the Lorcha. If you wish to trade peacefully within the Law (apart from the odd indiscretion), you should choose the Clipper. If you wish to become a Privateer, then you should choose the Frigate. You can still pirate in any of the ships but because of the lack of fire power in the two smaller ships, it is advisable that you use the Frigate. Conversely you can use the Frigate for trading or the Clipper for smuggling but their lack of speed makes them unsuitable for these tasks.

CREW

Once you have purchased your ship, you must find a crew. These can either be employed (found in the Inns) or if you wish to conserve your money, they may be press-ganged. Remember, a paid crew is liable to be more loyal to you than a forced crew.

To be successful at press-ganging it is suggested you only attempt it on drunks and exhausted men, with a truncheon. If you attempt it on a fit man he is liable to fight back or call the Bannermen.

If you are arrested by the Bannermen you will have to spend 30 days in jail and if you are caught three times you will be beheaded.

When you are successful in the press-ganging, your follower(s), your son at the beginning, will take them to the ship. If you do not have a follower with you then you will be unable to press-gang as carrying the body will prove impossible alone. Once you have enough crew to sail your ship, you must buy stores, arms and goods to trade with. These can be bought at the differing locations in the town.

GAMBLING*

You may find a gambling den (in certain buildings) and be invited to take part. The game is based on a race between the chinese mythical beings represented by their years. These are: Deer, Horse, Fish, Cow, Sheep and Dragon. The tiles represent the different creatures and odds are given on each of the creatures gaining enough of the tiles to win the race. When you enter the Den you will be asked if you wish to play; if you agree, then you will be asked to choose which creatures you wish to back (the odds are displayed beneath each tile), moving the joystick left or right will highlight the options and pressing will make your choice. You will then be asked the amount of stake you wish to place. A counter will start at \$10 and by moving your joystick up will raise in units of \$10 up to \$1000. Pressing fire will stake the bet and also start the race. The tiles at the top of the screen will rotate and stop randomly, each time they stop the tile shown will be added to the pile of that creatures tile. When one of the piles reaches 10 tiles they are the winner. If you have won you will be credited with your winnings and asked if you want to continue playing. If you say yes you will be able to choose again, if you say no you will be placed outside the building.

SMUGGLERS

You might be approached by smugglers within the towns, or you could discover a smugglers den. They might try to sell you contraband, this is very dangerous to trade in but very profitable. If the police catch you with contraband you will be imprisoned and your goods forfeited. The smugglers price is fixed for buying and selling when in town but market changes will vary the price at each port visited.

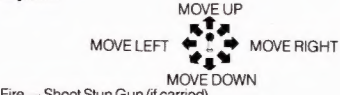
CARGO

Certain items you will have to buy will also take up cargo space. 1 unit of cargo space = 1 unit of food (20 man weeks supply), you cannot split the units) 1 unit of cargo space = 1 unit of cannon shot (12 shots)
Once you have your supplies and goods you must find your ship and set sail. When on board you will be able to choose your course, assuming you have bought the equipment and maps, to travel to the myriad of ports available to you to trade.

SHIPPING ROUTES

When choosing your shipping routes you should take note of the time of year (the weather) and the safety of certain routes. If you follow the safest routes there is little chance of meeting pirates but the less safe the route the more chance of being attacked. The safer routes are longer and these routes only allow you to trade along the coasts. To trade further afield you must accept the possible consequences of sailing across the seas. When using the map, as long as your ship follows a shipping route, time will be represented as passing quicker (as shown on the calendar). This is to avoid long stretches of time when little is happening. If the wind direction changes or the weather alters or a ship enters the play area, you will be returned to real time.
To speed up or slow your ship down you must select the sails icon by pressing fire,

On Foot Joystick



Fire — Shoot Stun Gun (if carried)

Operate on board computer

Use Joystick to move cursor over required option — press fire to select. Follow on-screen instructions for other operations.
Warning — IBIS can only land on a clear surface with the Landing Gear down. Any other circumstances will incur damage to the engines or the landing gear itself.
N.B. Pause Game — Run/Stop key (except in hangar).

SCORING

Points are scored for eliminating aliens, shooting Turrets.

Max

Min

Shoot Turrets
Shoot Flying Aliens
Shoot Surface Aliens
Shoot Underground Aliens

GAME PLAY AND FEATURES

Shields and Lazars

Press F7 to operate shields — with these in operation the fuel is used more quickly (when on the ground no fuel is used at all).

EXPLORING

Activating the fire button when landed indicates to the on-board computer that you wish to leave the ship. You will be asked what you want to take with you — the left hand column shows the potential inventory; guiding the cursor over this will transfer your selection to the right hand column for exit. Underneath are 3 standard options:
(a) Standard Kit; supply of oxygen, stun gun and ammunition.
(b) Stay aboard.
(c) Exit craft.
N.B. The gun enables you to stun (one shot) or kill (two shots) the alien scientists or eliminate (one shot) the robots in the hangars.

Hangars



You can enter any hangar at any time. To re-enter the ship, stand beneath and press fire; you will materialise inside IBIS.
Hangars are strategically important — they are the principal areas for locating computer data vital to the mission's success. Scientists can often be found in hangars (see below), as can robots who must be shot on sight!

DOUBLE TAKE

Its program code, graphic representation, and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. Double Take runs on the Commodore 64/128 micro computers.

THE GAME

The year 2008, the time mid-day, the place a rather large, computer controlled "Physical Particle Investigation Unit" out in the middle of a bleak and lonely landscape, where the only sounds are the howling winds and the distant hum of the particle accelerator beneath the ground. A young research assistant is sitting at his terminal drinking his umpteenth coffee and totally oblivious to the momentous chain reaction that his experiment is creating: His investigation into the inherent instability factors of particles of "antimatter" when held for periods of greater than a few seconds should not have raised many eyebrows; unfortunately for him, a great interest was being shown by a being of a different state; this being is SUMINK!
In life there are always mirrors, doubles. Nothing is totally unique. Few however would have believed that their whole universe was "doubled", that for every object in our universe there was a similar object in an opposite universe. This opposite universe was Sumink's. Fate however was as twisted as usual and Sumink was bored! He was a warrior without a battle, a life without meaning but not without hope. His hope? That a channel could be found between his universe and ours.

Suddenly the stability alarms sounded! The assistant found the room slipping away from him, his movements were becoming frozen, his reality, no longer real. Sumink had, through a particle of an "anti-matter" found his channel and was not going to wait for a second chance. The assistant was thrown into the sixth dimension where stability is a dream and reality a myth but where the battles are just as deadly.
The two universes collide briefly, both are made unstable, objects pass between them and a state of flux is set up between our positive universe and Sumink's negative one.

This collision results in several different events:
1. Objects from our universe swap places with their opposites in Sumink's universe.
2. A "sparkling cloud" is created. This is a tunnel between the two sides; contact with this cloud will transport you to the other side!
3. The universe constantly changes and you may suddenly be transported to the other side, if you are not in a stable room.

THE GAME OBJECTIVE

1. TO PLACE ALL OBJECTS INTO THEIR CORRECT UNIVERSE.

2. DEFEAT SUMINK (ONCE STAGE ONE IS COMPLETE).

CONTROLS

The program is controlled by Joystick in Port 2.

JOYSTICK



FIRE — FIRE
DOWN LEFT — DOWN
DOWN RIGHT — DOWN

EXTRA CONTROLS JOYSTICK/KEYBOARD

- To pick up an object press "DOWN + FIRE"
- To drop an object press "SPACE"
- To use the "sparkling cloud" press "FIRE" when you are over the cloud.
- To move through whirlwinds (doors), place Hero above the door and press Down + Fire.
- Control of the Hero will be removed from the player if correctly placed.
- To move through the Cyclotron (blue tunnel) go to edge and press "FIRE".
- To move through Port Holes, place Hero on top press "FIRE".
- Note that left and right are reversed in the negative universe, (but not in the Cyclotron)!

then moving your joystick up or down will raise or lower sails as necessary. This will affect your travel time when using the map.

To steer your ship you must be in steering mode (Ships wheel icon, this is the default). When in this mode moving left or right will make the ship turn. Remember these are sailing ships and therefore to gain their maximum speed they must have the wind at their stern.

ISLANDS*

You will be able to land on an Island when at sea, (These will not be shown on the maps but will show up on the screen when in plan mode). Sail into the islands and deposit goods which may not be wise to carry (i.e. contraband to one of the ports that will not tolerate it), or arrange to meet smugglers there to arrange larger deals.

FOOD SUPPLIES

You must feed your crew throughout the journey, this is done by selecting the "feed" icon. When you will be presented with a menu, telling you your current food stocks and your crew numbers. You will be asked to choose the level of rations you wish to issue. (Remember to maintain full stamina levels your crew should be fully fed; If you do not feed your crew, there is a possibility that they may mutiny). If you have underestimated your travelling time, it may be necessary to give reduced rations towards the end of a journey, but this should be done sparingly. Food is not transferable from one journey to another.

COMBAT

If you choose to become a Privateer you will be able to sail the seas and pick and choose the ships you wish to attack, which is achieved by selecting the combat icon. This will give you control of your cannons as you sail your ship into an attack position. Then by pressing fire, the screen will clear and you will be shown a display depicting your cannons and the enemy ship on the horizon, by moving left or right you will be able to choose the cannon you wish to fire, by moving the joystick up and down you will be able to alter the elevation of the cannon, pressing fire to shoot from the nominated cannon. As this shot travels you will be able to prepare another cannon (If you have more than 1 on that side) and will be able to fire a broadside of shot using this method.

If the ship moves out of range, pressing space will drop you into plan mode to allow you to manoeuvre to continue the attack. When you have disabled the vessel or it has stopped of its own accord you will be able to board, (remember if you wish to capture the ship intact to increase your assets you should be careful with your shooting).

BOARDING

Boarding is accomplished by sailing along-side, when you are close enough you will be placed on the boarding screen and the object is to secure the ship, by killing the Captain. You will represent each member of your crew, as you lose a life you will lose one of your crew members, lose too many and you will be unable to sail your own ship. Each crew member of the opposing ship is a representative of that ships total, therefore the less crew you kill the more chance you have of leaving a crew to man the ship for you (once you have captured the ship, if you spare their lives they will be loyal to you).

If you capture the ship intact you will be able to command it to go to port on your behalf and its assets and worth become your property. If you have severely damaged it or killed too many crew members for it to be sailed, then you will be able to offload the cargo, and anything else you can carry onto your ship. If you are being defeated on the enemy ship you will be able to retreat to your own ship and by selecting the QUIT icon (represented by a ship) you will abandon the attack. When you are fighting you will have a choice of 2 weapons (assuming you have purchased muskets and shot). The sword (which cannot be lost) is used in hand to hand fighting and the musket for long range shots (the amount of musket shot you can use is dependant on the amount you bought when in port). As you fight you will lose stamina (represented by the bar on the screen), when you run out of stamina your man dies. If you have not fed your men properly this will show on their stamina rating.

NOTE

When you capture a ship and send it to port, there is a possibility that the ship may be lost in bad weather or it might be attacked by another ship, this is a gamble you will have to accept if you wish to increase your assets.

There is a possibility that you may be attacked by other ships, they could shoot at you and also if they have a faster ship they could pull along side and attempt to board you. When they attempt to board you, you must endeavour to kill as many of the enemy as possible, if you manage to eliminate a major part of the crew then you will have repelled the boarders and they will leave. If they manage to over-run your ship you will have lost. If this is your only ship the game will end, if you have more than one ship a random element "JOSS" (luck) will decide whether you survive.

PORT

To enter port after a voyage you will see Harbours on the sea screen, by sailing into these harbours you will be taken into port. Once in Port you must find the warehouse and bank to trade the goods and ships you have acquired on your voyage. Then you must re-stock and set sail. If you have more than one ship in port when you return to Macau, you will be able to choose the ship you wish to sail next and then send the other ships to sea. They will trade in legitimate cargo and their purchases and sales will be debited and credited to your account as they trade. Remember even if you do not send the ships to sea they will continue to cost you wages and food bills.

When the loan is due, you will return to Canton where you must repay it all or lose your head. Now with your own assets, set sail again and endeavour to increase your wealth and status until you reach the pinnacle of your ambition . . . to become THE TAI-PAN.

Several computers are situated inside these Hangars.
Computer Bank — Credits are drawn from the computer bank using datacards obtained from stunned scientists.

Computer Shop — From which items may be purchased with credits. The inventory will be automatically transported to the IBIS for later use.

Central Intelligence Unit (C.I.U. or 'Big One') — The main alien control mechanism planning the invasion of Earth. To extract information from these computers, you must obtain one datacard from each grade of scientist on each level. When you insert the relevant card, the computer gives you a letter of the password to enable you to progress to the next level. The letter it gives corresponds to the grading of the card (and the scientist it is obtained from), ie. if a 3rd grade card is inserted then you will be given the 3rd letter of the password. The card is automatically returned to you as it can then be used to extract credits from the Computer Bank.

There is one C.I.U. on each level which cannot be accessed without having a scientist with you.

This is the computer that requires the complete password. If encountered early on, take note of it's position!

Data Cards — These gather information for passwords and enable you to gain credits from the Computer Bank. They are extracted from stunned scientists, and are of five different grades (denoted by the first digit, as shown in the lower information screen). Up to 2 cards can be held at any one time.

SCIENTISTS

The Scientists hold the key to the C.I.U.'s, in the form of datacards. To extract a datacard from a scientist, you must first stun him (with one shot) and walk over him. You are then given the option of taking his card. The first scientist whose card you do take will be automatically taken with you when you return to your ship (kidnapped). He will be useful later on when you need to enter your password into the main computer. If you do not need the scientist you may shoot him again to destroy him.

IMPORTANT — When you do achieve the complete password (with the kidnapped scientist accompanying you) and you enter this into the main computer, the scientist is transformed into one of your 'Allies' whom is then considered rescued. This allows progression to the next level.

ALIENS

These will impede your progress and shoot at you — causing damage to the IBIS. They must be avoided, or eliminated with your lazer.

BLACK HOLES

These take the form of pairs of square black openings with an arrow between them on the surface. Passing over a black hole, in the direction of the arrow, you will be sucked in and shot out of the adjacent one, at a faster velocity. These help you build up extra speed throughout the game; a necessity on later levels as speed will be crucial to fly through traps. N.B. Passing through against the arrow results in your speed being halved.

HYPERSPACE PORTS

Appears similar to a black hole, but has a flashing centre. If you pass over one of these, you will be randomly transported to a different location on the same level.

HINTS AND TIPS

- Ensure landing gear is up when not required.
- When on foot, if man gets shot by an alien, he is stunned and his oxygen level decreases.
- When entering your four-digit code into computer, ignore the hyphen and do not press RETURN — wait for response.
- You will be destroyed if you enter the next level without having fulfilled certain conditions — see 'SCIENTISTS'.
- Scientist will not co-operate in accessing main computer unless drugged.

PLAYING

The game is set inside the complex itself and using the cyclotron as a passage to certain parts, which cannot be reached otherwise; you must ensure the whole complex is stable, (including the complex in the negative universe).

You play the part of the assistant, whose task is to stabilise the two Universes by finding the correct location for any object which has been transported to its opposite universe. When this task has been accomplished you must then do battle with Sumink; this takes place inside the negative Universe. Defeat him to win the game!

OBJECTS

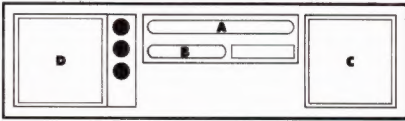
Every object in our universe has a "Double" in Sumink's universe.
If one of our objects has travelled to his universe then its opposite has travelled to ours. Only in rooms which are unstable has there been a swapping of objects. Transportation of an object without that object having been "stabilised" will change the object carried into its double.
To transport an object back to its correct universe the object must have been stabilised by activating the "sparkling cloud" when carrying an object.

SPARKLING CLOUD

This has the ability to allow you to cross between the two universes whilst keeping your object in the same state.
To activate the "sparkling cloud" place the hero over it and press "FIRE". If the "sparkling cloud" has been activated your object will remain the same, as the universe about you changes. The "sparkling cloud" travels along all the parts of the complex but will not enter the cyclotron (there is a "sparkling cloud" in both universes).

THE DISPLAY PANEL

(Bottom of screen).



KEY

- Your strength is shown by the green/energy bar. Energy can only be lost and must be conserved. All contact with aliens decreases your energy, also the particles inside the Cyclotron (particle acceleration) will collision with you decrease your energy! These particles can be fired at.
- The Universe Time Indicator; the sliding pointer at the bottom shows you when the universe is going to change. The electrons in your display screen (see electron display) will achieve infinite mass when the universe is due to change, you will be unable to change rooms or manipulate objects whilst this state is active.
- Electron Display: Each double room i.e. a "Room" plus its mirror in the negative universe is represented by a single Electron. There are sixteen rooms in each universe therefore there are sixteen electrons. These rooms can either be stable or unstable. When you visit each room for the first time, its opposite will appear in the atom displayed on the lower right screen. When you are in a room, the electron representing that room will flash. If both rooms in each universe are stable, this electron will be green; if both rooms are unstable, it will be red, or if one is stable and the other is not, it will be blue.
- The screen on the left displays the object you are carrying in its current state. On the right of this screen are three lights:
 - (1) Top light will be red if the object is in incorrect universe, green if correct.
 - (2) Centre light will be red if you are in incorrect room, green if correct.
 - (3) Bottom light will be red if the object is in the wrong state (positive in a negative universe, for example), green if in the right state.All three lights, therefore, need to be green before you can successfully find it's right position in the room. The lights will remain green if the object is correctly placed and you will be unable to pick it up again, but will go red otherwise.
- When all rooms have been stabilised, you must find Sumink in the negative universe and defeat him.

PLAYING HINTS

Tai-Pan can be played in a variety of ways, depending on your wishes. It can be played as a straight game, by concentrating on the trading element and avoiding all other contact. It can be played as an arcade adventure with all the relevant puzzle solving, or it can also be operated virtually as a shoot-em-up, by buying a Clipper, press-ganging a crew and pirating the seas. Tai-Pan is best enjoyed as a mixture of all these elements.

When in port at the start of the game we suggest that you purchase the sextant, compass, maps and telescope, otherwise various options will not be open to you and sailing will take a long period of time.

When partaking of the ports delights it may be worth while remembering that if you become drunk or exhausted you may also be liable to be press-ganged and end the game.

When you buy your first ship we suggest you buy the Lorcha. If you attempt to trade with the Clipper you will be unable to buy stocks and the only way to amass stores will be to pirate other ships.

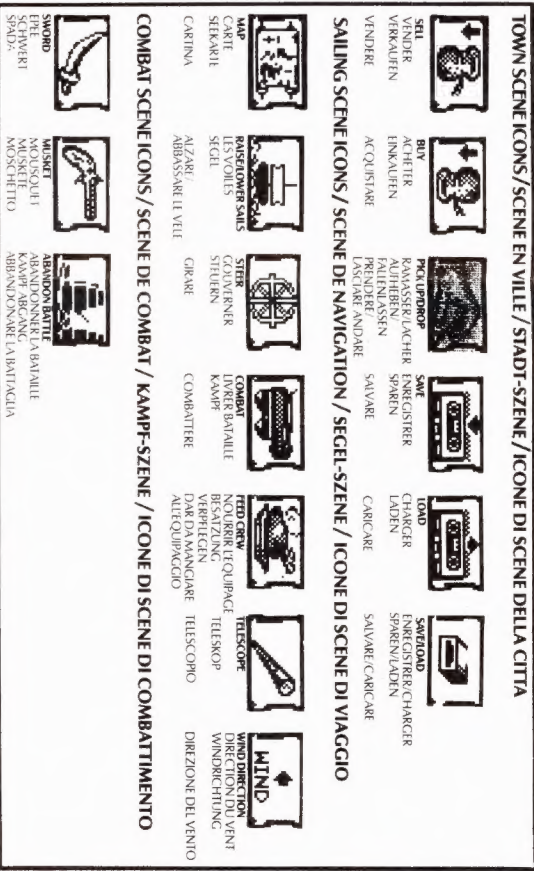
STATUS

When you end the game, either by choice or by getting killed, you will be informed of your final status, which is determined by the amount of cash and assets in your possession at that time.

In ascending order these are

Slave — Drunk — Bankrupt — Peasant — Cabin Boy — Oarsman
Rigger (\$100,000) — Deckhand (\$150,000) — Lookout (\$200,000) —
Steersman (\$300,000) — Cadet (\$350,000) — 2nd Mate (\$400,000) —
1st Mate (\$500,000) — Captain (\$600,000) — Shipowner (\$750,000) —
Trader (\$1,000,000) — Merchant (\$2,000,000) — Master Merchant
(\$4,000,000) — Merchant Prince (\$5,000,000) — TAI-PAN (\$6,000,000 +)

* — Commodore Disk only.



TAI-PAN

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading. IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO: MR. YATES, OCEAN SOFTWARE LIMITED, 6 CENTRAL STREET, MANCHESTER M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

Produced by D.C. Ward
© 1986 Ocean Software Limited.
Game Design Copyright Denton Designs 1986.